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COMICS

WCW

World Championship Wrestling[™]



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7

OCT

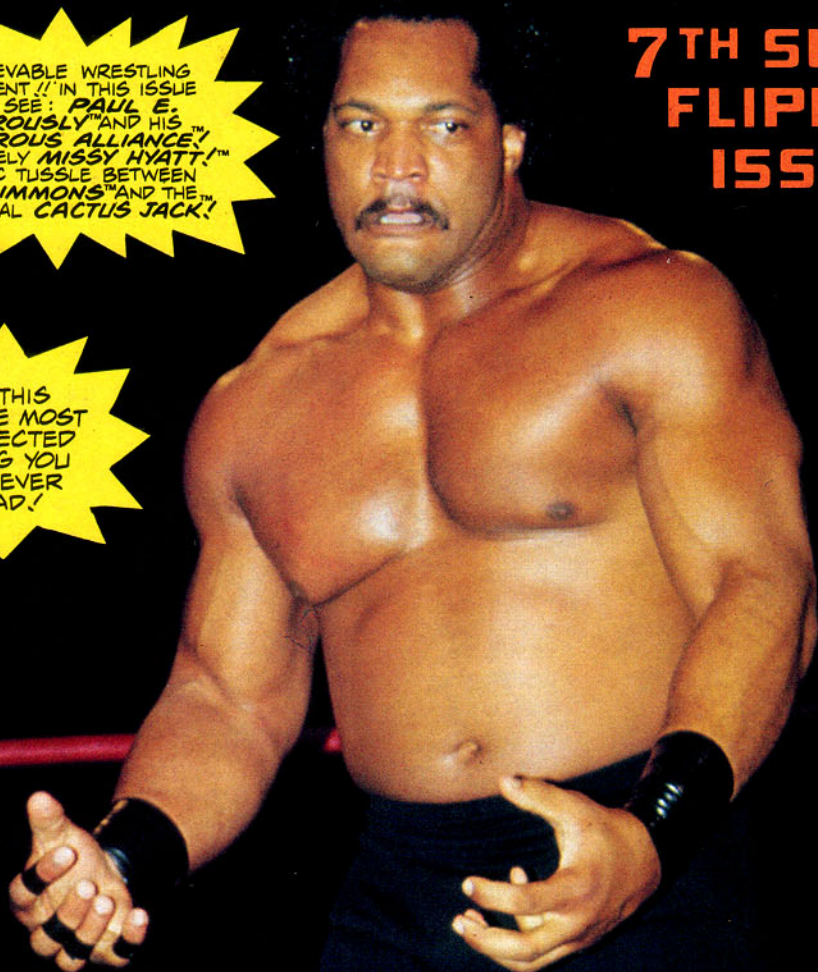
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APPROVED
BY THE
COMICS
CODE
AUTHORITY

UNBELIEVABLE WRESTLING
EXCITEMENT!! IN THIS ISSUE
YOU WILL SEE: **PAUL E.
DANGEROUSLY[™]** AND HIS
DANGEROUS ALLIANCE[™]!
THE LOVELY **MISSY HYATT[™]**!
A TITANIC TUSSLE BETWEEN
RON SIMMONS[™] AND THE[™]
MANIACAL CACTUS JACK!

ALL THIS
AND THE MOST
UNEXPECTED
ENDING YOU
WILL EVER
READ!

**7TH SUNSET-
FLIPPING
ISSUE!**





MACHO MAN
RANDY SAVAGE™



HULK HOGAN™



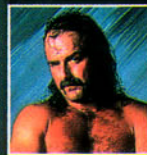
THE UNDERTAKER™



THE MOUNTIE™

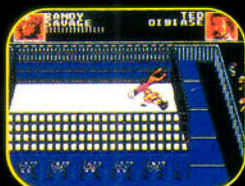
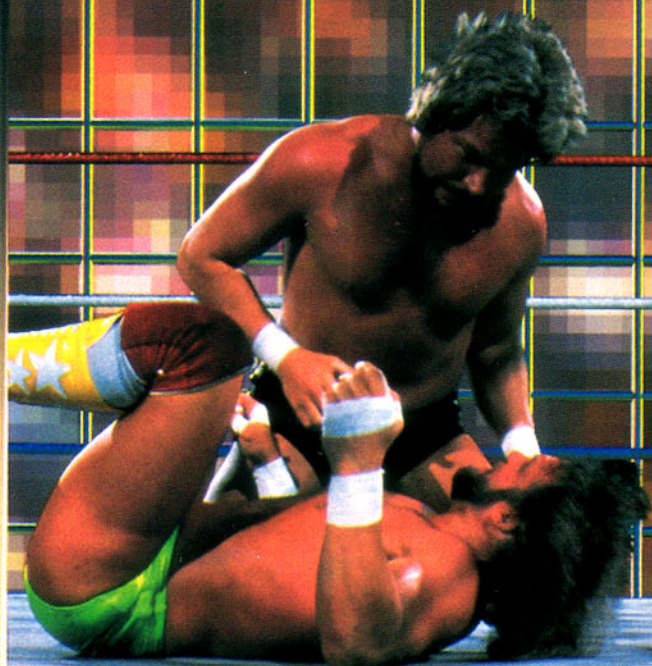


SID JUSTICE™



JAKE "THE SNAKE"
ROBERTS™

THE RAGE OF THE CAGE!



WWF WRESTLING ACTION
SO INTENSE ONLY 15 FEET
OF STEEL CAN CONTAIN IT!



GO FOR THE TAG TEAM
TITLE WITH CANVAS-
SHREDDING ACTION.



CHOOSE FROM 10 OF
YOUR FAVORITE WWF
SUPERSTARS.

Screen shots shown are from NES version.

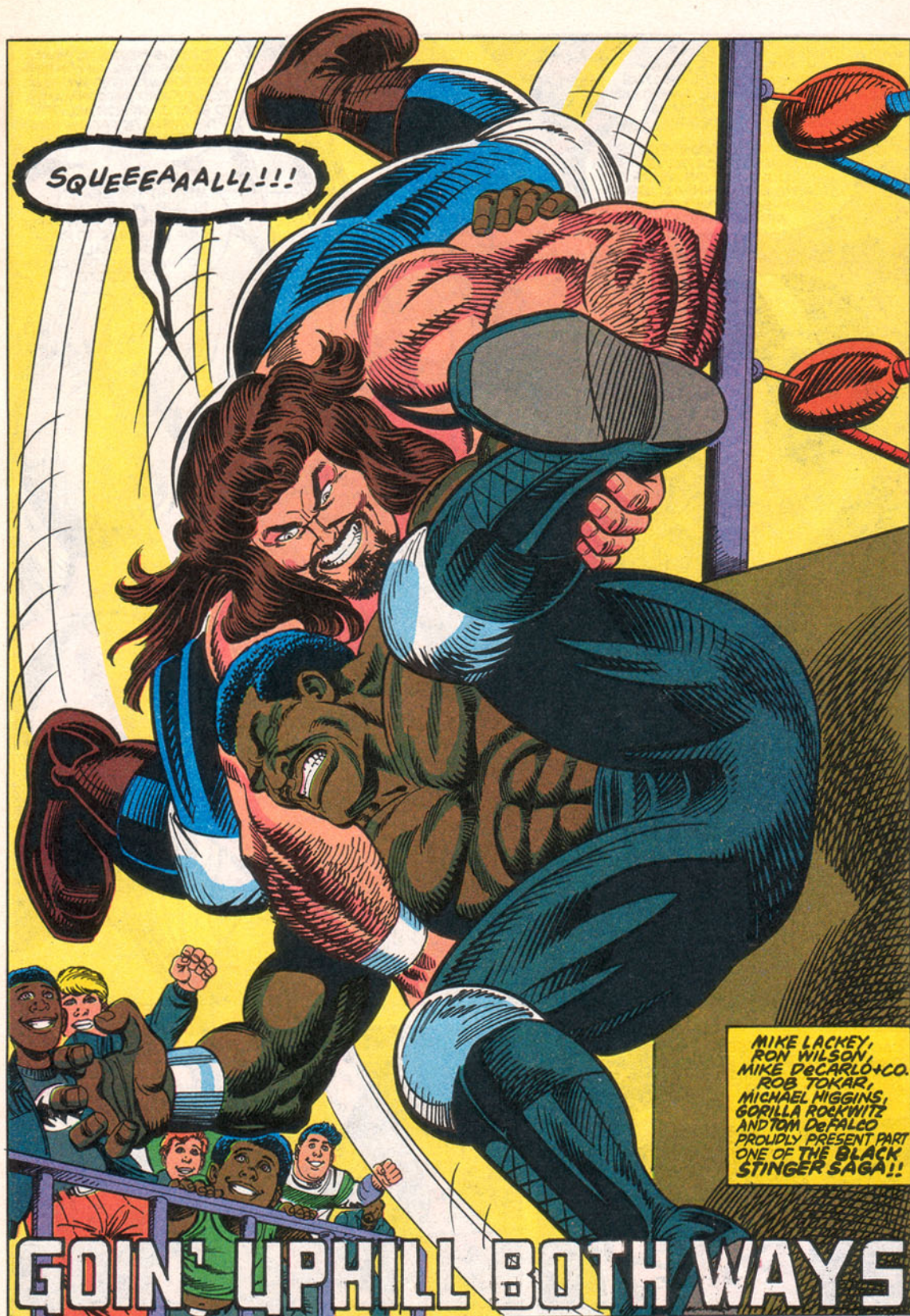
The WWF's newest tag team partners—
WWF® WrestleMania® Steel Cage Challenge™ for
NES™ and WWF® Superstars 2™ for Game Boy®—
take you from the opening bell to the closing pin
with pulse-pounding action so wild, the steel cage
is barely enough to contain it!

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Nintendo



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MIKE LACKEY,
RON WILSON,
MIKE DeCARLO+CO.
ROB TOKAR,
MICHAEL HIGGINS,
GORILLA ROCKWITZ
AND TOM DeFALCO
PROUDLY PRESENT PART
ONE OF THE BLACK
STINGER SAGA!!

GOIN' UPHILL BOTH WAYS

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JIM ROSS HERE, FANS, BRINGING YOU ALL THE ACTION WITH MISSY HYATT AS THE MANIACAL CACTUS JACK BATTLES THE ALL-AMERICAN, RON SIMMONS, IN A PINFALLS COUNT ANYWHERE MATCH!

THERE ARE NO COUNTOUTS! NO DISQUALIFICATIONS! BOTH MEN COULD HOP ON A BUS TO MIAMI, GET A PINFALL OR SUBMISSION, AND STILL WIN THE MATCH!

CACTUS NEEDS TO BE IN CONTENTION FOR STING'S WORLD TITLE! AND BIG RON WANTS TO BEAT JACK FOR ALL OF THE INSULTS CACTUS HAS BEEN HAUNTING HIM WITH!

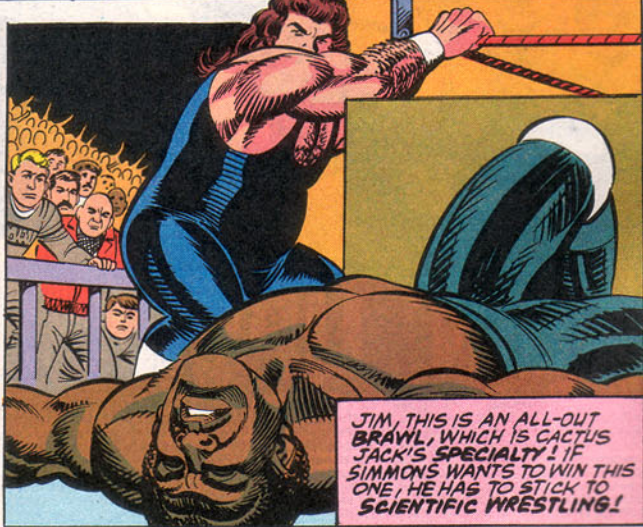
WOW!! BOTH MEN HIT THE CEMENT FLOOR, HARD! REMEMBER FANS, IN VCNW THERE ARE NO MATS TO PROTECT YOU. Y'ALL HIT NOTHING BUT THE COLD CONCRETE!



CACTUS JACK HAS BEEN ON A RAMPAGE EVER SINCE LOSING HIS CONTENTION FOR STING'S HEAVYWEIGHT CHAMPSHIP! *



*LAST 15H.
--Gorilla.



JIM, THIS IS AN ALL-OUT BRAWL, WHICH IS CACTUS JACK'S SPECIALTY! IF SIMMONS WANTS TO WIN THIS ONE, HE HAS TO STICK TO SCIENTIFIC WRESTLING!

I AGREE, MISSY! BUT RON SIMMONS HAS SUCH HEART! SUCH COURAGE! HE IS DETERMINED TO OVERCOME JACK'S MANIA.

OH, NO! THIS MADMAN IS CLIMBING UP THE ROPES! CACTUS JACK IS KNOWN FOR PUTTING HIS OWN BODY ON THE LINE, JUST TO INFLICT PAIN IN HIS OPPONENTS! HE JUST DOESN'T CARE!

I CAN'T TELL WHO'S THE BIGGER NUTCASE! CACTUS JACK OR RON SIMMONS FOR SIGNING UP AGAINST HIM.

NOBODY'S CRAZIER THAN CACTUS JACK! MY BODY'S A LETHAL WEAPON! SIGN UP AGAINST ME AND YOU'VE GOT A TIGER BY THE TAIL!

STINNNGGG?!!
WHERE'S STINNNGGGG?!!
SQUEEEAAAL!!!

WHY MUST HE HOWL LIKE THAT? IT'LL SCARE THE LIVING DAYLIGHTS OUT OF YOU!

ANYWAY YOU SLICE IT, WRESTLING FANS, CACTUS JACK IS CERTIFIABLY THE MOST INSANE RESIDENT OF TRUTH OR CONSEQUENCES, NEW MEXICO!

I WANT YOU STINGER!!

CACTUS JACK WANTS TO TASTE YOUR FEAR! EAT IT LIKE CANDY!

CACTUS JACK HITS THE MARK WITH A FLYING ELBOW DROP!

WHAT WAS RON SIMMONS THINKING WHEN HE SIGNED ON FOR THIS MATCH?

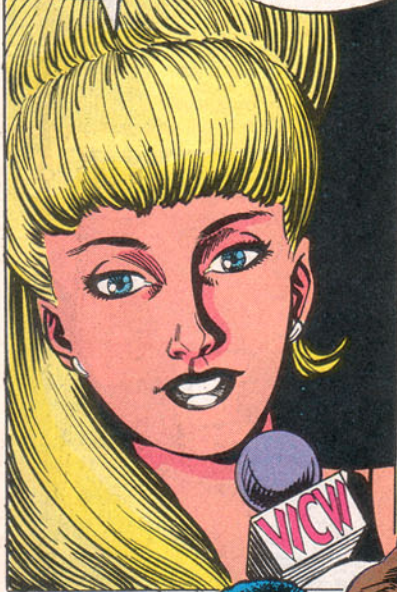
UGGGFHT!

BANG BANG!!

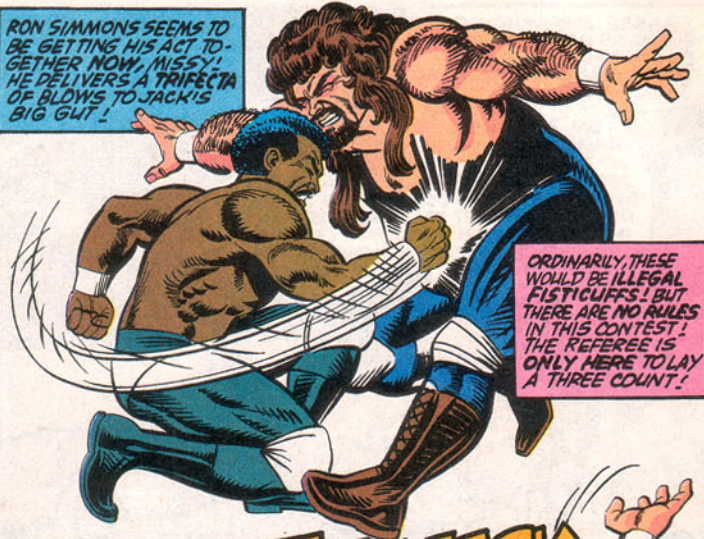
RON SIMMONS IS A GREAT ATHLETE, MISSY! HE WANTS TO FACE ANY AND ALL CHALLENGES! HE'S A CREDIT TO WWF, UNLIKE CERTAIN OTHER INDIVIDUALS WHO SHALL REMAIN NAMELESS!

SO FAR THIS MATCH HAS BEEN ALL CACTUS! BIG RON BETTER MUSTER SOMETHING UP QUICK IF HE WANTS TO PULL OFF THAT ALL-IMPORTANT WIN!

CACTUS HAS BEATEN OPPONENTS ALL OVER THE WORLD IN THESE "PINFALLS COUNT ANYWHERE" MATCHES!



RON SIMMONS SEEMS TO BE GETTING HIS ACT TOGETHER NOW, MISSY! HE DELIVERS A TRIPECTA OF BLOWS TO JACK'S BIG GUT!



ORDINARILY, THESE WOULD BE ILLEGAL FISTICUFFS! BUT THERE ARE NO RULES IN THIS CONTEST! THE REFEREE IS ONLY HERE TO LAY A THREE COUNT!

GO GET HIM, BIG RON!



YUCK! CACTUS'S SWEAT GOT ALL OVER ME!

CACTUS, YOU DON'T SCARE ME!

I CAN GET CRAZY, TOO! I CAN GET NUTS!!

I THINK BIG RON'S TAKEN ONE TOO MANY BODYSLAMMS!



YOU LIKE IT, BIG MAN? THIS FEELS GOOD? HUH?!

SQUEEEAL! CACTUS LOVES TO FEEL THE BURN!





**Guess Who's Coming
To Super NES™?**



The Turtles Are In For The Times Of Their Lives.

Cowabunga, courageous ninja dudes, it's TMNT™ IV—Turtles In Time™ for Super NES. The fab four are in a time warped tail spin direct from the second arcade game. And there's a most bodacious bonus. Now you can also go shell-to-shell in a tasty turtle bash-o-rama mode and find out who's the most radical reptile of them all.

Take on 10 explosive levels featuring humungoso 3D graphics. You've got nine Turtle attack moves to use including the Catapult, Cannon Ball and Bulldozer. This dizzying trek through time takes you A.D., B.C. and A.D. again. You'll be hurled through time so much you may hurl yourself. But don't forget your mission: to find April O'Neil (schwing!) and the stolen Statue of Liberty before Shredder makes a mega size lawn ornament out of her. So achieve total turtlosity and go for it!

KONAMI®



◀ Check it out, dudes. Arcade screenage on the left, Super NES screenage on the right. They're, like, turtly the same! Aren't those studs at Konami awesome?



◀ Warp back to the prehistoric age where Foot Soldiers fly Air Pterodactyl and drive

Tyrannosaurus convertibles.

◀ Become a gnarly neon night rider in the year 2020 and do some heavy head bang with Krang.



▼ Bruise some shells and some egos in the 2 player Versus mode where best-of-three round slug fests prove for the first time ever who's the top Turtle.



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▼ Shredder's Matrix Translocation Beam sends you all over history's half acre, including the swashbuckling days of pirates. In this case, it's Bebop and Rocksteady wearing the tights and earrings.



◀ Fight for your hide on a treacherous 19th Century train ride through the wild west. Deep six Leatherhead and maybe you can make a saddle out of his face.



WHAT AN INCREDIBLE DISPLAY OF COURAGE! SIMMONS IS TAKING IT RIGHT TO CACTUS, JIM! THEY'RE FIGHTING IN THE AISLES!!

YOU LIKE THEM MISSING TEETH OF YOURS, JACK? LEMME GIVE YOU A MATCHING SET!

HAW! DO YOU FEEL THAT LUMP IN YOUR THROAT, SIMMONS?

IT'S NOT EMOTION... IT'S NOT THE THRILL OF THE HUNT!

IT'S GONNA BE YOUR LIVER!

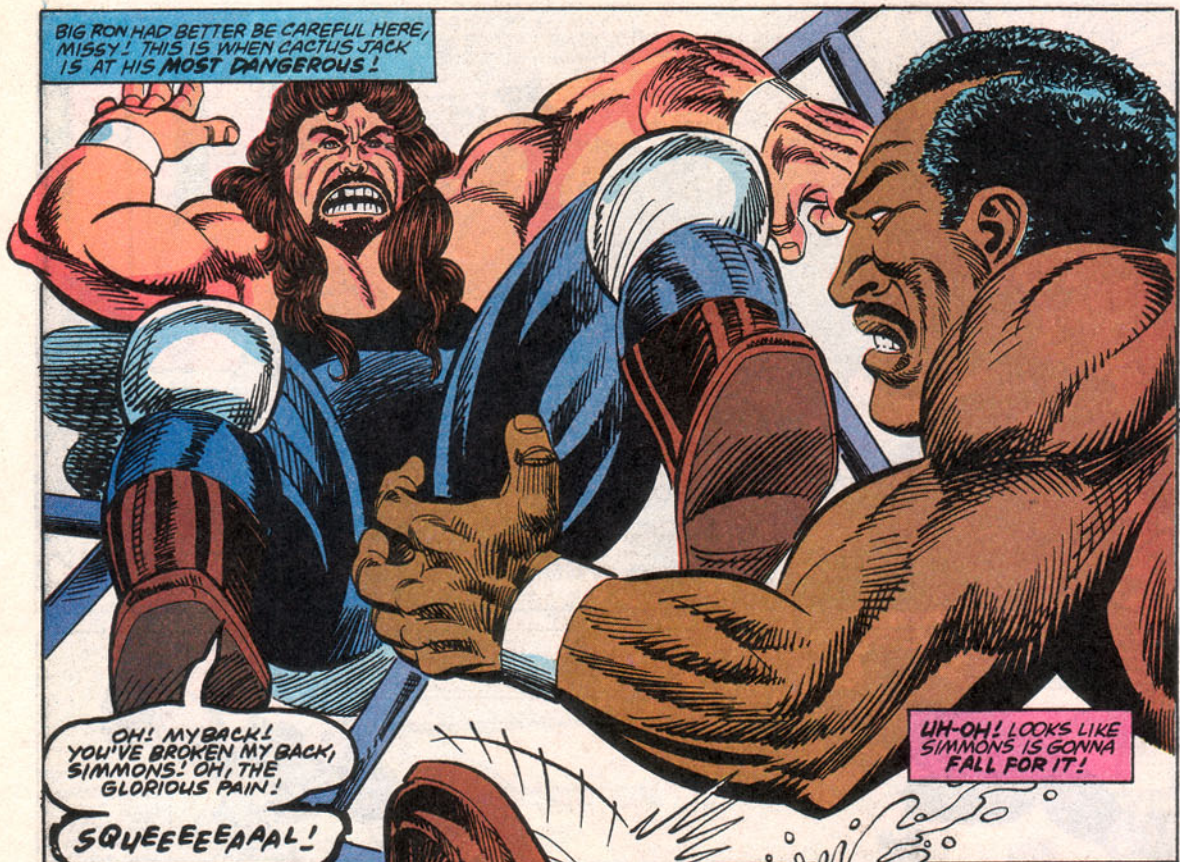
THWOK

SCRAM, BRAT!

NOW CACTUS JACK HAS FALLEN INTO THE AUDIENCE!

MOMEEEEEE!!
BAD MAN! BAD MAN!

BIG RON HAD BETTER BE CAREFUL HERE, MISSY! THIS IS WHEN CACTUS JACK IS AT HIS MOST DANGEROUS!



SQUEEEEAAL!

CHUMP!

CHOKK

OOGHPF!

NOW THERE'S A FIRST, JIM. SOMEBODY WAS ACTUALLY OUTSMARTED BY CACTUS JACK!

BANG BANG!

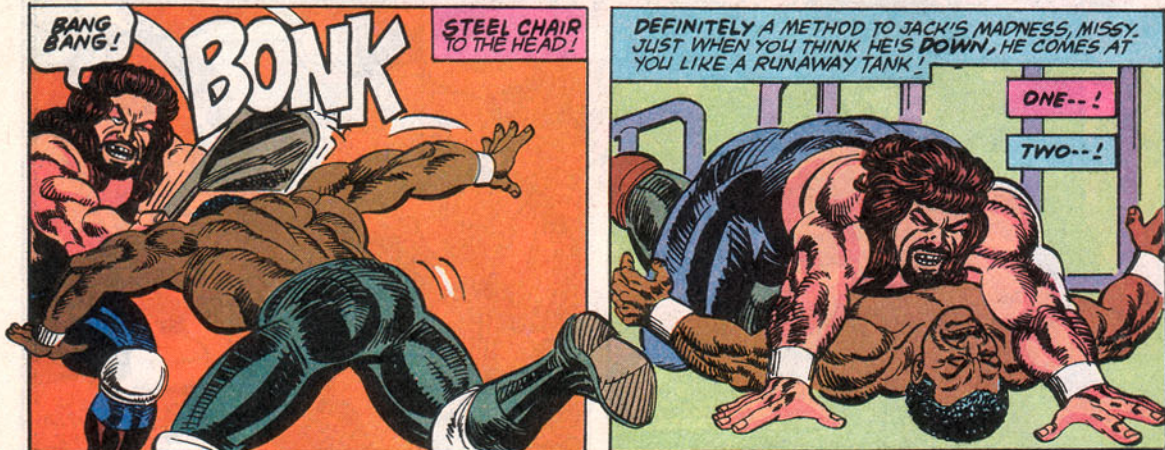
BONK

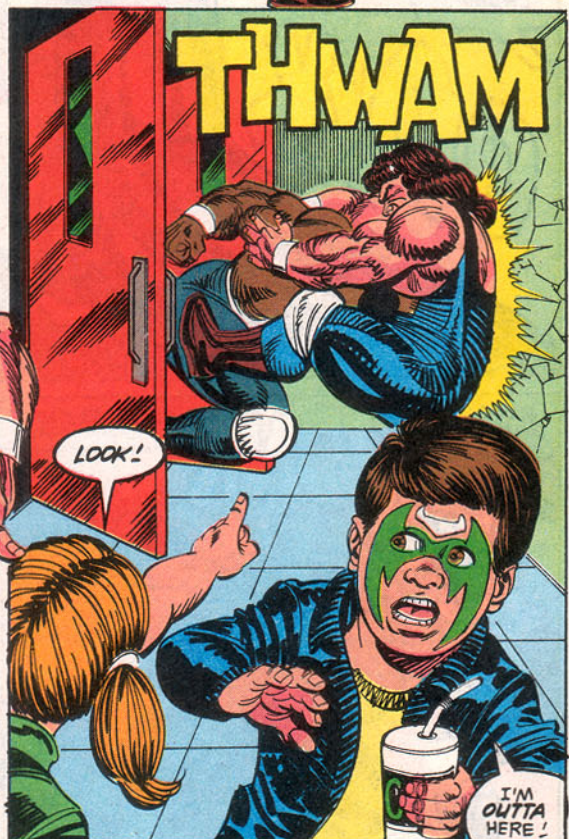
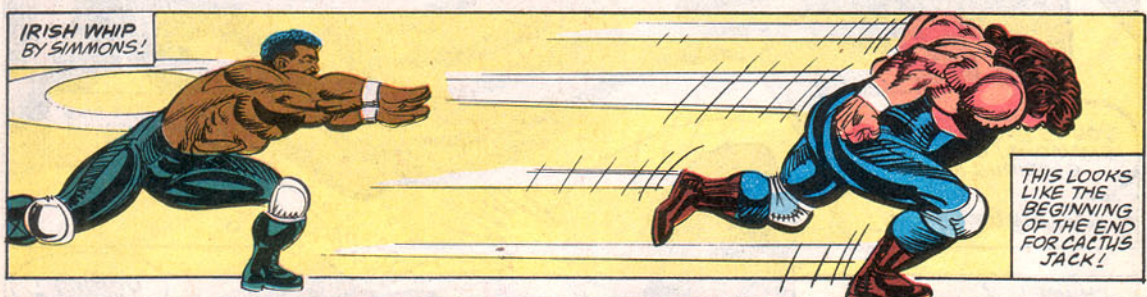
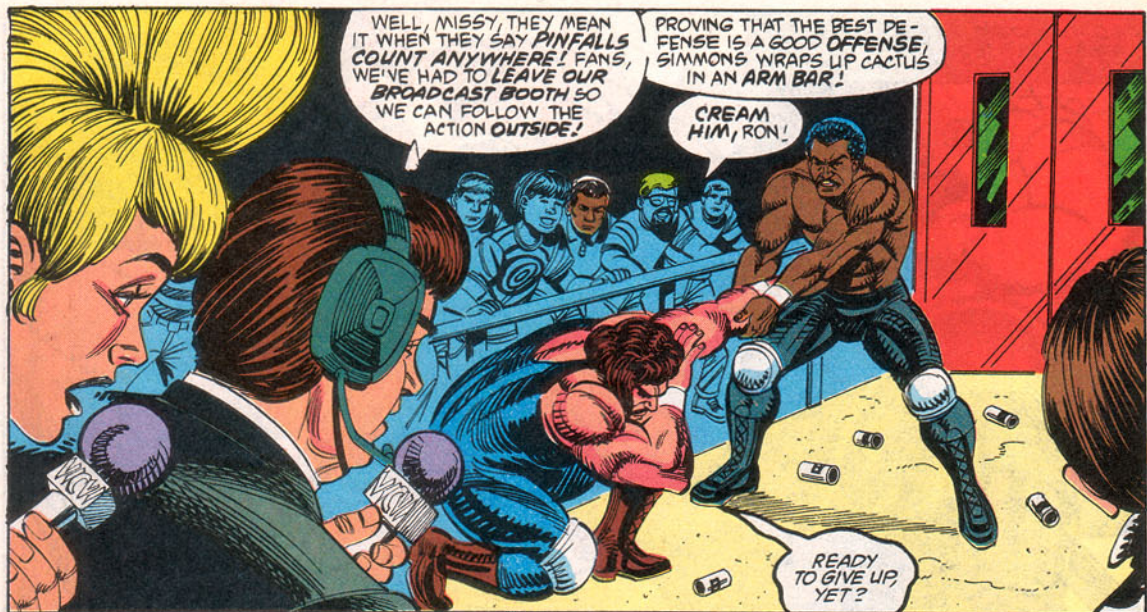
STEEL CHAIR TO THE HEAD!

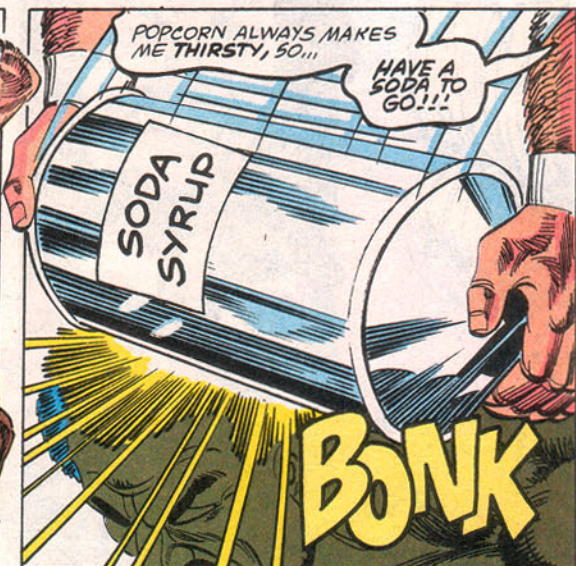
DEFINITELY A METHOD TO JACK'S MADNESS, MISSY. JUST WHEN YOU THINK HE'S DOWN, HE COMES AT YOU LIKE A RUNAWAY TANK!

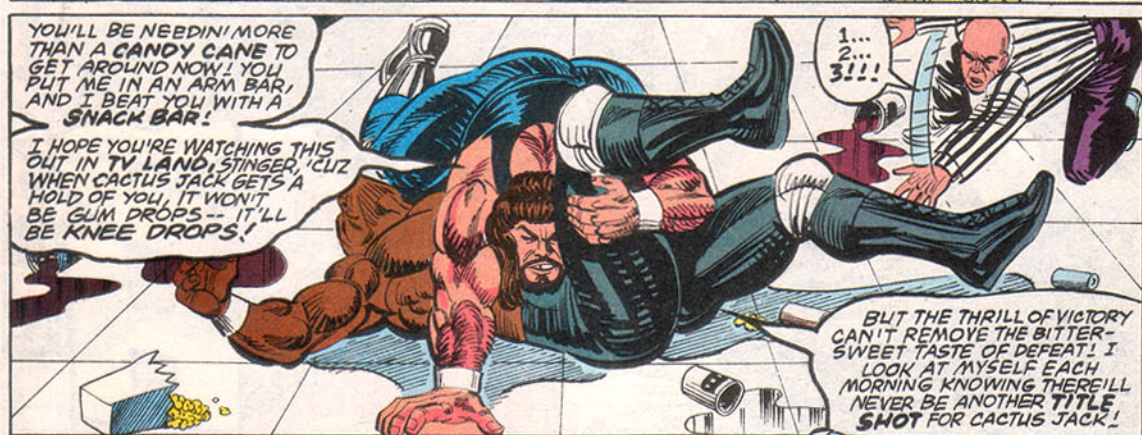
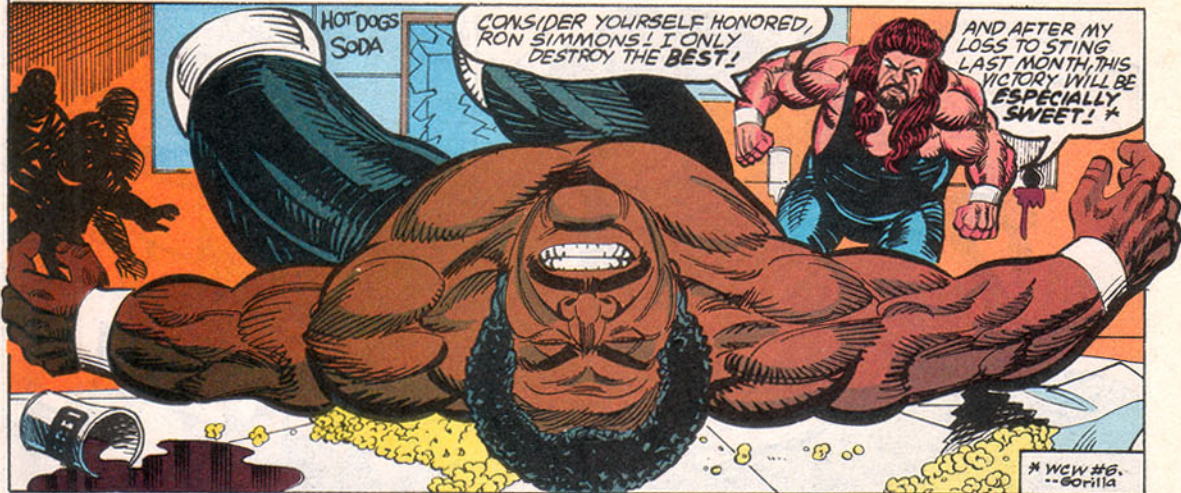
ONE--!

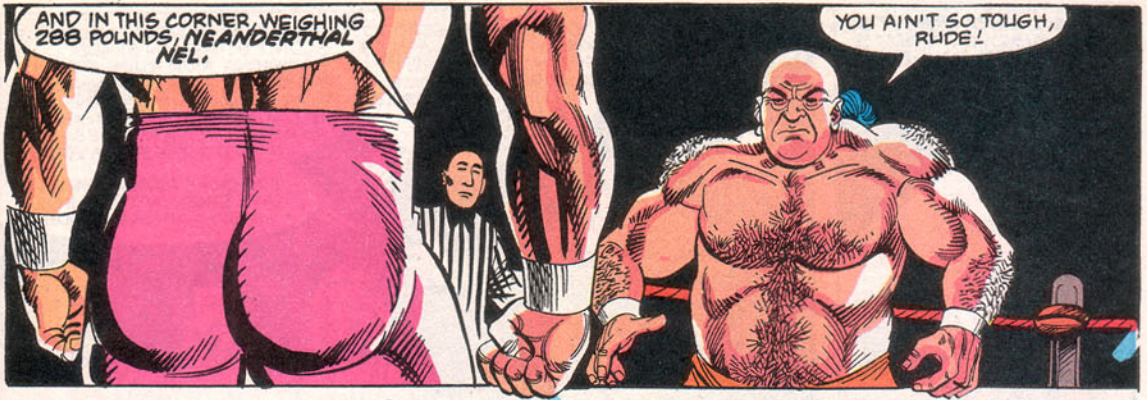
TWO--!





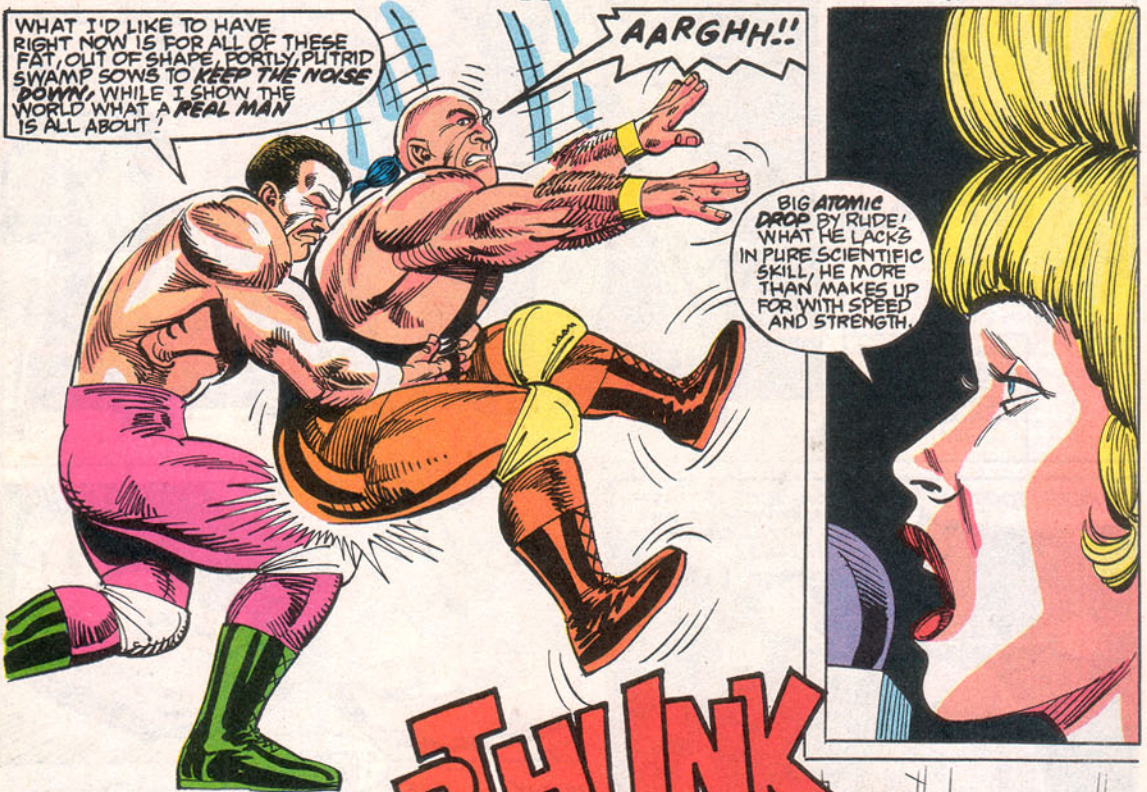






AND IN THIS CORNER, WEIGHING 288 POUNDS, NEANDERTHAL NEL.

YOU AIN'T SO TOUGH, RUDE!



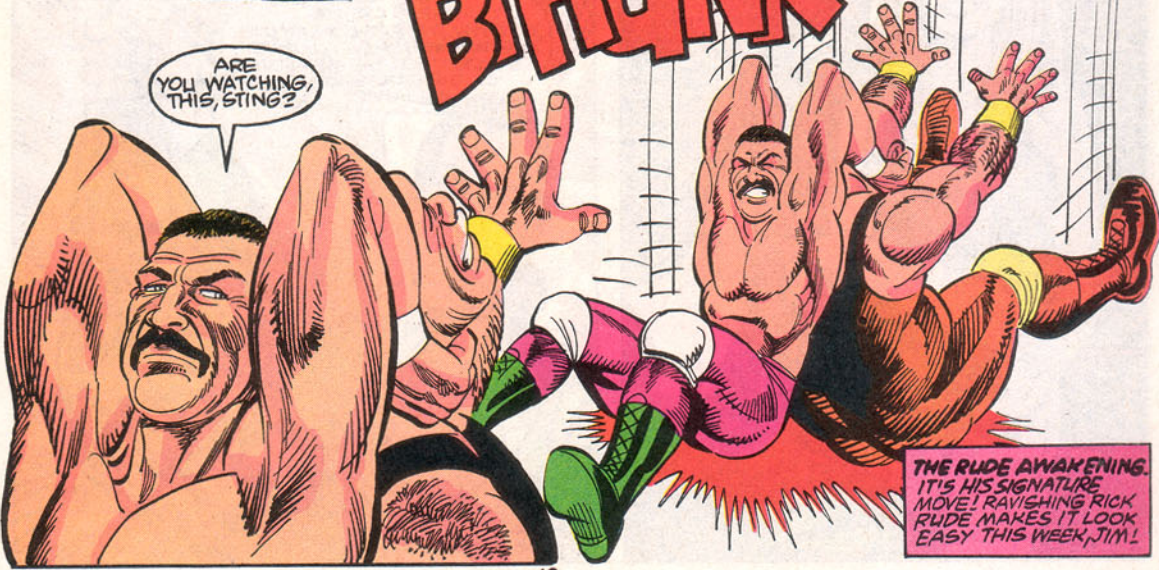
WHAT I'D LIKE TO HAVE RIGHT NOW IS FOR ALL OF THESE FAT, OUT OF SHAPE, PORTLY, PUTRID SWAMP SOWS TO KEEP THE NOISE DOWN, WHILE I SHOW THE WORLD WHAT A REAL MAN IS ALL ABOUT!

AARGHH!!

BIG ATOMIC DROP BY RUDE! WHAT HE LACKS IN PURE SCIENTIFIC SKILL, HE MORE THAN MAKES UP FOR WITH SPEED AND STRENGTH.

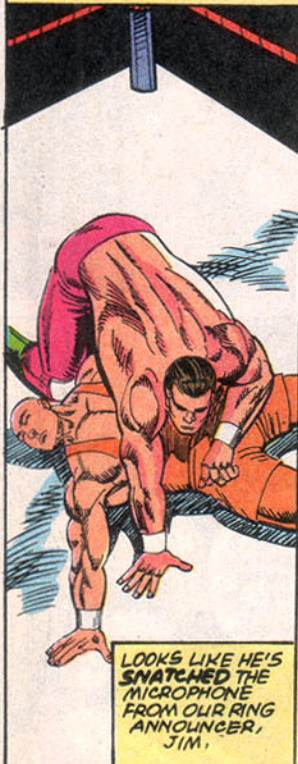
BTHUNK

ARE YOU WATCHING THIS, STING?



THE RUDE AWAKENING. IT'S HIS SIGNATURE MOVE! RAVISHING RICK RUDE MAKES IT LOOK EASY THIS WEEK, JIM!

TYPICALLY **ARROGANT** BY RUDE, MISSY. BUT WHAT'S THAT WEASEL PAUL E. DOING OVER THERE?



LOOKS LIKE HE'S SNATCHED THE MICROPHONE FROM OUR RING ANNOUNCER, JIM.

GIMME THAT THING, STUPID!

YOU'LL ALL BE GLAD TO KNOW THAT IT'S A VERY SPECIAL DAY HERE IN WCW. BECAUSE ONCE AGAIN MY DANGEROUS ALLIANCE HAS COME OUT ON TOP.

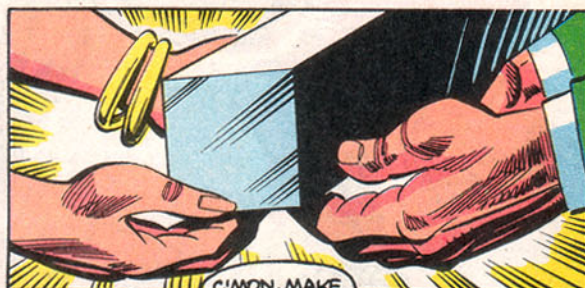
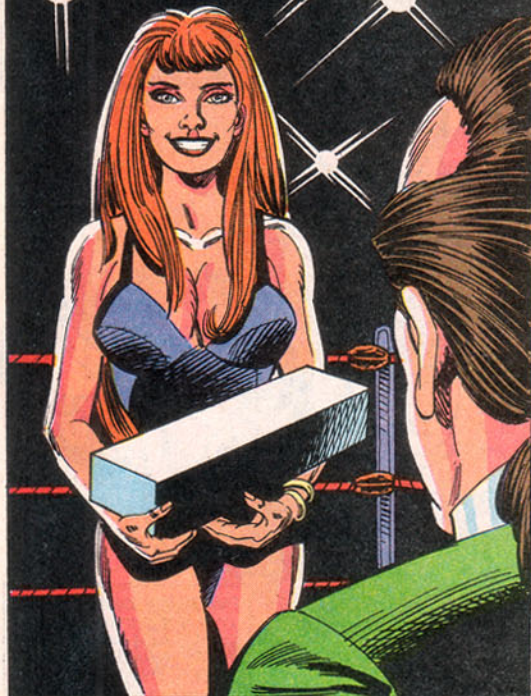
SURE, THAT PAINTED STING CAN STEAL BLOND STING CAN STEAL RAVISHING RICK RUDE'S WORLD TITLE BELT. SURE, THE WCW CHAMPIONSHIP COMMITTEE CAN KEEP THE D.A. FROM TITLE MATCHES AGAINST THOSE MIDWESTERN MISFITS, THE STEINERS!

IT'S OKAY, REALLY, BECAUSE I HAVE TAKEN MATTERS INTO MY VERY CAPABLE HANDS.



C'MERE, TOOTS!

WHAT I'VE DONE IS TAKEN THE INITIATIVE. WE DON'T NEED WCW'S CRUMMY TITLES!



C'MON, MAKE IT SNAPPY!



WHAT I'VE DONE IS CREATE MY OWN TITLE BELTS! MY OWN CHAMPIONSHIPS, EXCLUSIVELY TAILORED FOR THE MEMBERS OF THE DANGEROUS ALLIANCE!

NOW I'M WCW'S
RAVISHING
CHAMPION!

I'M BOBBY EATON, THE
NEW BEAUTIFUL
CHAMPION!

ARN ANDERSON HERE.
THE CHAMPION
ENFORCER!

OF COURSE, STEVE
AUSTIN IS THE NEW
STUNNING CHAMPION!

WHAT WE HAVE HERE IS
A FAILURE TO COMMUNICATE.
SO LET ME MAKE IT NICE AND
SIMPLE FOR ALL OF THE
STINK-BREATHED HUMANIDS
ON THE CHAMPIONSHIP
COMMITTEE.

WE'RE NOT A CLIQUE.
WE'RE NOT A STABLE.
NOR ARE WE A FAMILY
WE'RE AN ALLIANCE
OF EQUALS. WE'VE
DEDICATED OURSELVES
TO DESTROYING YOUR
HEROES-- ONE BY
ONE!

YOU PAPER-PUSHING
NINNIES ON THE CHAMPION-
SHIP COMMITTEE WANNA
PLAY BAIT AND SWITCH
WITH PAUL E. DANGEROUSLY?
JUST REMEMBER WHAT
HAPPENED TO JOHNNY B.
BADD, WHO BY NOW IS
THE WORLD'S ONLY
MAKEUP-WEARING
ESKIMO!*

THOSE
WHO LIVE BY
THE PHONE DIE
BY THE PHONE! AND
THIS... IS... WAR!

*WCW \$6.
--Gorilla.

BULLPEN BULLETINS



STAN'S SOAPBOX

Hi, Heroes!
It's time to correct a mistaken notion! We often get letters from loyal Marvelites gloating over the fact that some of our books may be outselling the competition, and wishing us well in our mission to conquer the comicbook world by defeating our rivals!

And therein lies the mistake! The last thing we want to do is conquer anything or defeat anyone. Sure, we have competitors, but just between us, most of them are friends of ours. I'm sure you've noticed that many artists and writers may work for a while at Marvel and then you see their strips appearing in other publisher's magazines. And, of course you've noticed the same in reverse. You'll see names listed on our credits

pages that used to be associated with other companies. It's normal. It's natural. It's the way the comicbook field works.

Working as an artist or writer in comics is not indentured slavery. These gifted guys and gals are free to work wherever and for whomever they wish. Naturally, we'd like 'em all to favor our own blushin' bullpen, and the way we try to accomplish that is by holding out a permanent welcome mat for the best and most exciting stories, characters and concepts that the greatest talents in comics can bring us!

The point is, Marvel's only job is to provide the wildest, wittiest and most wondrous tales of fantasy and adventure that we can create. And, let's face it, that's what the other guys are trying to do, too. The more we compete and try

to out-shine each other, the more you, the reader, benefit.

That's why we truly wish our competitors the best of luck. The better they get, the better we have to be. That's what competition is all about; that's what keeps each of us on our toes. We're all, them and us, a bunch of foolhardy fanatics who love comics as much as you do and we're out there proving it with every page we create!

So here's to every hard-working hero at every comicbook company throughout the land! Let's never stop trying to top each other; we owe it to the most important gang of all — our readers!

Excelsior!

Stan Lee

"Dog bites man — that's not a story. Man bites dog — that's a story. And if the dog and the man slug it out for six issues, and then Wolverine shows up for a guest appearance, and the dog turns out to be a mutant, that's a Marvel story!"

As we enter the dog days of summer, we come to wonder why dogs get such a bad rap. After all, a dog's day consists of nothing but eating and sleeping, and that sounds pretty good to us. Actually it's not that different from the way editor in chief **Tom DeFalco** spends his day, come to think of it. But why does it have to be "dog days"?

It could just as easily be "cat," or "monkey," or "squirrel" days. After all, the life of every animal is basically the same, unless that animal is one of those pampered poodles living in one of those high-rise apartments on the upper east side with some rich society type. We've been having our share of dog-day afternoons here at Marvel, as the entire editorial offices of Marvel are moving temporarily from the ninth and tenth floors down to the fourth floor of good ol' 387 Park Avenue South. We've got our ace construction crew hard at work, knocking down more walls than during a Thing/Hulk clash. (Wasn't that one of our books in the seventies — *Ace Builder and His Construction Crew*? Came out around the same time as *Devil Dinosaur*.)

When they're done, the Marvel offices will look neat, clean, and professional. If only we could say the same for the editors! Now that Marvel is a publicly owned company, we felt it was time for a change. We were hoping to get the Bullpen to look as much like the deck of the Starship Enterprise as possible, but that plan didn't work out! So we decided to settle for the look of a typical dentist's office instead. Our feeling is that the neater and more professional our offices look, the better our comics will be! To that end, we've also instituted a new dress code, requiring all Marvel staffers to keep their footwear on for the length of the entire workday! Gotta keep them doggies covered!

The Marvel softball team, the Punishers, certainly has not gone to the dogs. The team started off the season more powerfully than a locomotive, winning the first DC/Marvel game 22-8. **Rob Tokar's** pinch assistant editor **Joe Andreani** played like a

man of steel, until an injury took him out of the game. **Mike Rockwitz** was able to round four bases in a single bound, scoring five RBI's, and Assistant Editor **Mark Powers** was faster than a speeding (DC) Bullet. Considering the outcome of the game, maybe the Marvel team should change its name to Kryptonite! (Funny, we would've thought the DC team would have been better with bats ...) Two more DC/Marvel softball crossovers remain to be played.

But softball isn't the only sport of choice here at Marvel. Four Marveloids recently escaped from the doghouse to go backstage at a pro wrestling match held by the World Championship Wrestling league! In attendance were the entire creative team of our WCW wrestling comic — writer **Mike Lackey**, penciler **Ron Wilson**, and inker **Don Hudson** — as well as Bullpenner **Dave Sharpe**. The event took place at Madison Square Garden, where the Marvel Manglers got to meet such wrestling superstars as **Sting**, **Cactus Jack**, and **Johnny B. Bad!** (Where do they get those outrageous names?)

Writer Mike did not have his dream come true of being hit over the head with a steel chair by the WCW champ, but, as he puts it, "I did get strangled by **Paul E. Dangerously!**" This incident doesn't seem to have had any effect on Mike's writing, unfortunately! Mike and Don went on from there to appear on **Joe Argondezzi's** Manhattan radio show, "Pro Wrestling Spotlight" on station WEVD. Our wrestling crew certainly deserves the championship belt of promotion! They might not have the best-selling comic but when it comes to promotion, they're all winners!

Well, we've reached the end of another Bullpen Bulletins page, and we're dog-tired. It's time to put aside this dog-eared comic book, and lay another Bullpen page to rest. It's been a hard day's night, and we've been working like ... cats? Nah, we don't like it either.

Guess we're just barking up the wrong tree.



by Barry Dutter and Rick Parker

MARVEL

ADV. OF CAPT. AMERICA

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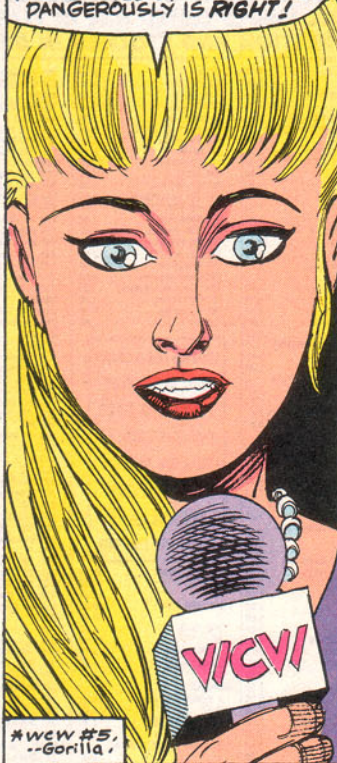
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IS HE **NUTS**? WCW DOESN'T RECOGNIZE **ANY** OF THOSE BELTS AS LEGITIMATE CHAMPIONSHIPS! YOU CAN'T JUST GO AROUND TREATING PEOPLE LIKE GARBAGE AND THEN CRY WHEN THINGS DON'T GO YOUR WAY!



OH, PLEASE, JIM ROSS! THE DANGEROUS ALLIANCE HAS BEEN WINNING BIG MATCHES CONSISTENTLY, LIKE THE RECENT **WAR GAMES**! * THEY SHOULD BE GETTING MORE TITLE SHOTS. PAUL E. DANGEROUSLY IS **RIGHT**!



#WCW #5,
--Gorilla

SHUT UP! THE LAST THING I NEED IS SOME LOCAL YOKEL AND DIZZY BLONDE DEBATING THE FINER ASPECTS OF MY GLORIOUS CAREER!

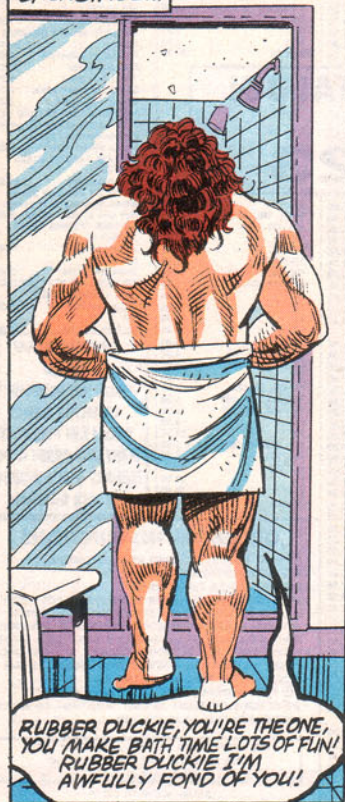
WE DON'T NEED THE FANS, WE DON'T NEED WCW'S TITLE BELTS, AND WE DON'T NEED **YOU!** **Paul!** **Paul!**



EEWWW!

THAT'S JUST DISGUSTING!

BACKSTAGE!!!



RUBBER DUCKIE, YOU'RE THE ONE, YOU MAKE BATH TIME LOTS OF FUN! RUBBER DUCKIE I'M AWFULLY FOND OF YOU!

HI JACK, DIDN'T KNOW YOU EVEN **LIKED** WATER.

HUH? WHO?



AW, C'MON! YOU REMEMBER YOUR OLD PAL **MAX**, DON'T YOU?

MAX?! WHY YOU STINKIN', DOUBLE-CROSSIN', LEATHER-SKINNIN', YELLA-TOOTHED BACK STABBER!

AH, I SEE YOU DO **REMEMBER** ME I'VE GOT **ANOTHER** JOB FOR YOU... IF YOU'RE INTERESTED.

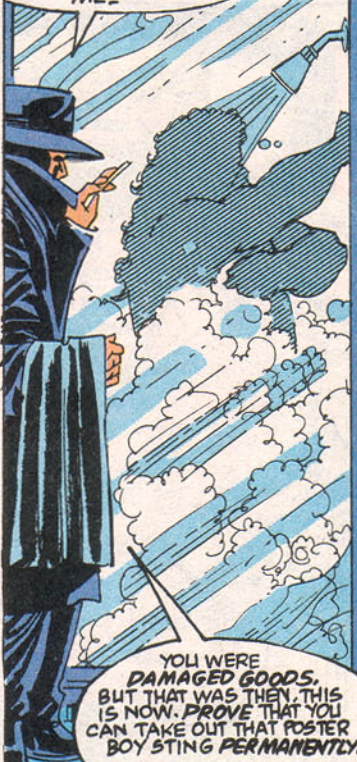


YOU GOTTA LOTTA NERVE TO SHOW THAT CRAGGY FACE AROUND HERE! ESPECIALLY AFTER THE WAY I WAS SHAFED BY YOU AFTER THAT BRUISE CRUISE JOB! * I GOT SUSPENDED FER THAT! YUH NEVER PAID ME, EITHER! AND ALL THAT TIME, NOT EVER ONCE DID I HEAR SQUAT FROM YOU OR THE GHOUL!



* WEW #3, --Gorilla.

CACTUS, CACTUS! YOU KNOW THE GHOUL PREFERS ANONYMITY, THAT'S WHY HE USES ME!



YOU WERE DAMAGED GOODS, BUT THAT WAS THEN. THIS IS NOW. PROVE THAT YOU CAN TAKE OUT THAT POSTER BOY STING PERMANENTLY.

-- AND THE GHOUL WILL MAKE IT MORE THAN WORTH YOUR WHILE.

MY MONEY!



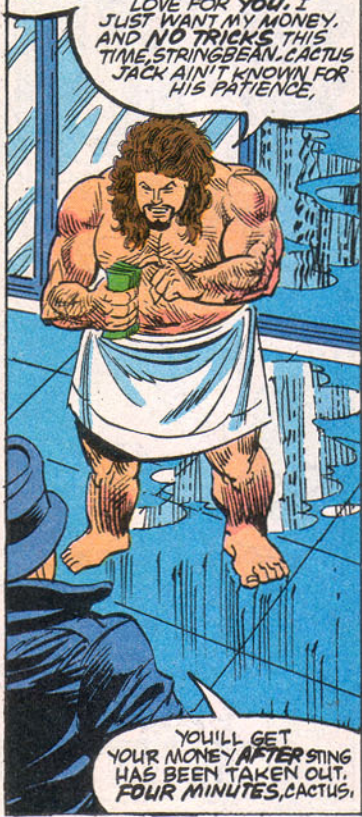
SOME OF IT. STING HAS AN INTERVIEW IN FIVE MINUTES. GIVE HIM SOMETHING TO TALK ABOUT.

I SUGGEST SEVERAL BLOWS TO THE HEAD WITH A HEAVY, METAL OBJECT,

SOME OF IT? %@# \$*!!



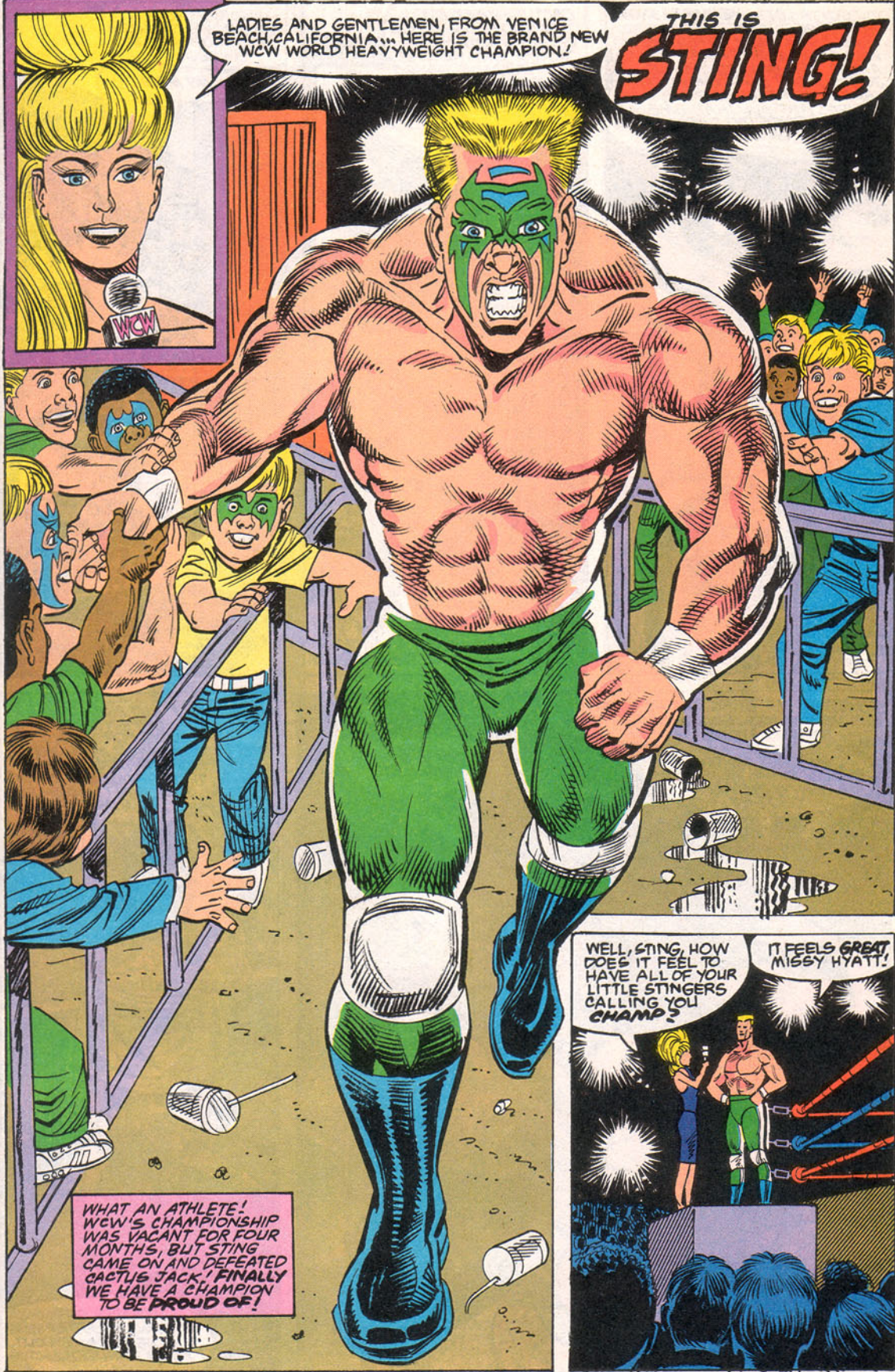
OKAY, I'LL DO IT. BUT NOT 'CAUSE I GOT ANY GREAT LOVE FOR YOU. I JUST WANT MY MONEY, AND NO TRICKS. THIS TIME, STRINGBEAN, CACTUS JACK AIN'T KNOWN FOR HIS PATIENCE,



YOU'LL GET YOUR MONEY, AFTER STING HAS BEEN TAKEN OUT. FOUR MINUTES, CACTUS.

LADIES AND GENTLEMEN, FROM VENICE BEACH, CALIFORNIA... HERE IS THE BRAND NEW WCW WORLD HEAVYWEIGHT CHAMPION!

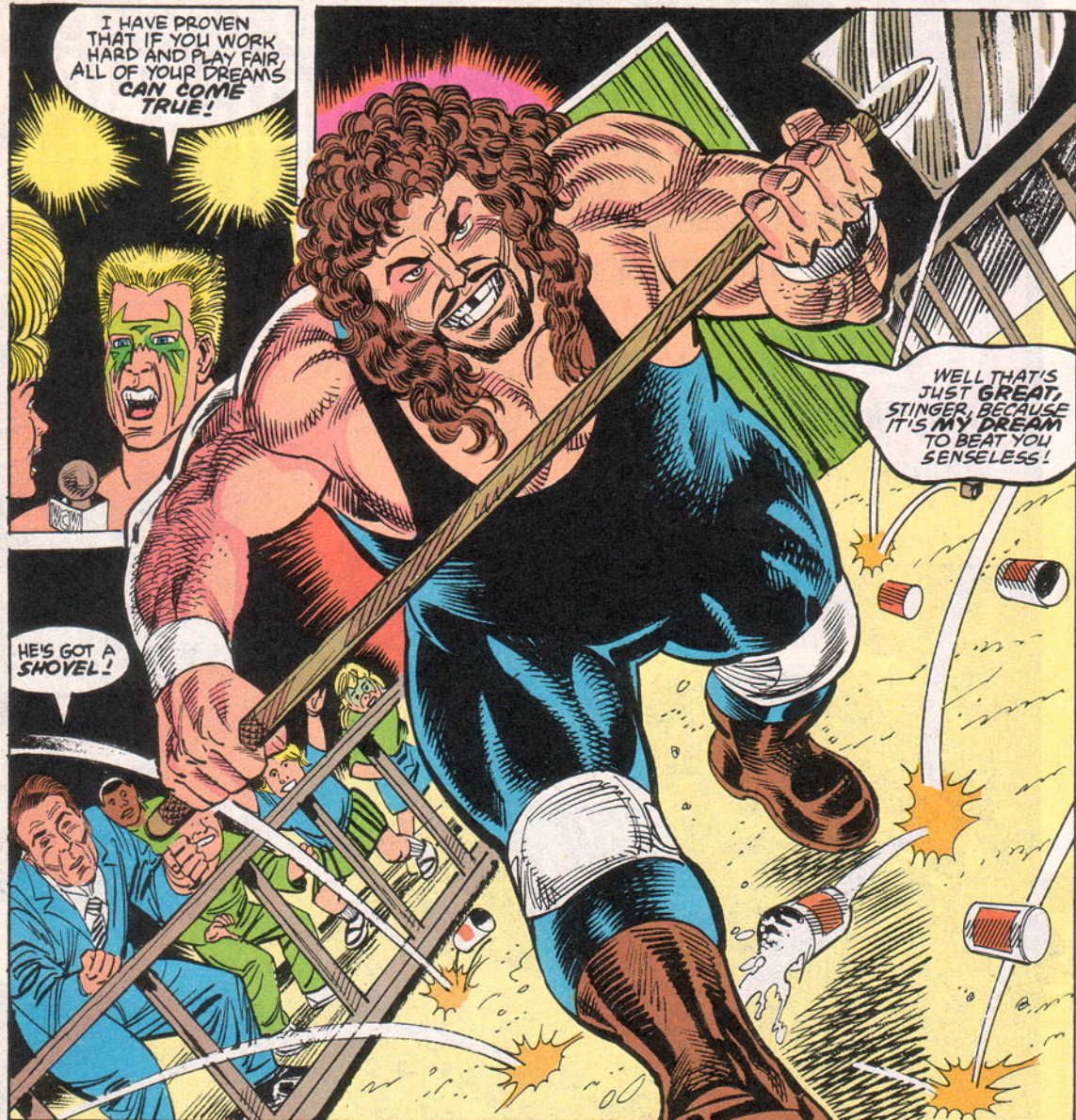
THIS IS
STING!



WHAT AN ATHLETE!
WCW'S CHAMPIONSHIP
WAS VACANT FOR FOUR
MONTHS, BUT STING
CAME ON AND DEFEATED
CACTUS JACK! FINALLY
WE HAVE A CHAMPION
TO BE PROUD OF!

WELL, STING, HOW
DOES IT FEEL TO
HAVE ALL OF YOUR
LITTLE STINGERS
CALLING YOU
CHAMP?

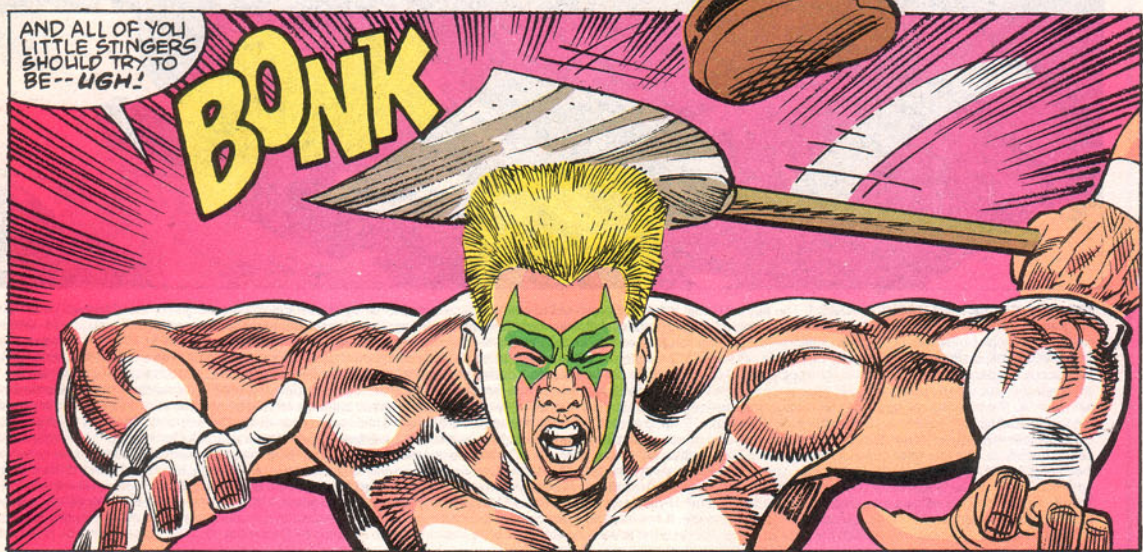
IT FEELS GREAT,
MISSY HYATT!



I HAVE PROVEN
THAT IF YOU WORK
HARD AND PLAY FAIR,
ALL OF YOUR DREAMS
CAN COME
TRUE!

WELL THAT'S
JUST GREAT,
STINGER, BECAUSE
IT'S MY DREAM
TO BEAT YOU
SENSELESS!

HE'S GOT A
SHOVEL!



AND ALL OF YOU
LITTLE STINGERS
SHOULD TRY TO
BE--UGH!

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WIN! All winners receive a limited edition Ghost Rider Print; plate signed by Andy Kubert, Joe Kubert and Greg Wright. In addition, ten Grand Prize winners will receive a Ghost Rider Stand-Up!



HOW TO PLAY

Game is played against a 1:40 clock.

After entering your telephone #, you have 2 chances to acquire Ghost Rider's powers by pressing the * key in a timely fashion.

1st Chance Between :02-:03

2nd Chance Between :02-:04

After 2 misses, advance automatically.

You then will hear Ghost Rider statements. Confirm true phrases by pressing the * key. If false, correct the LAST word in the phrase. Answer with either a number or the first 2 letters of a word (ie: KE for "Ketch").

HINT: Statements based on Ghost Rider allies are always true, foes are false.

Each correct response earns you a link. Continue to play until the clock expires. When score is tallied, if you have earned 6 or more links, get ready to write down your prize claim number, you won!

PRIZE CLAIM

To claim your prize, print your name, address, age, phone number and prize claim number on a 3x5 card. Send to: **Marvel Comics**

Dept. 900 Ghost Rider
387 Park Avenue South
NY, NY 10016

IMPORTANT: If phone number doesn't match prize claim number—and if you call more than 4 times per week—you will be disqualified!
This game is subject to complete official rules and regulations.

OFFICIAL RULES AND REGULATIONS 1. Marvel's Ghost Rider Road to Vengeance Game, sponsored by Marvel Entertainment Group, Inc. ("Marvel") and Phone Programs USA Inc., New York, NY, is an interactive game of skill requiring knowledge of Marvel Comic Characters. 2. The game begins August 14, 1992 and continues through November 14, 1992. 3. Callers with touchtone telephones may access the game by dialing 1-900-73-RIDER. The charge per call is \$3.95. Anyone who is under 18 years of age must get parental permission before calling the game. Callers may access the game from anywhere in the U.S., at any time, 24 hours a day, during the term. Callers with rotary telephones are technically ineligible to play. All appropriate prizes won by persons under 18 years of age will be awarded in their name to a parent or legal guardian. The maximum length of a call is 3 minutes. Calls from any 1 telephone number will be limited to 4 calls per week during the term. 4. The program will begin with an introductory message as required by law; the caller will then be asked to enter the telephone number originating the call for number recognition/call limiting purposes. Each call is a separate game. Playing against the clock, the caller will be given 2 chances to depress the "*" key to obtain Ghost Rider powers. If the caller fails to execute this function, he will automatically be advanced. If he performs correctly he will then be asked to enter the telephone number originating the call for number recognition/call limiting purposes. Each call is a separate game. Playing against the clock, the caller will then be asked to enter the correct answer to the last "word." The last "word" is always the "word" that needs to be replaced and the answer will be the first 2 letters of the word. Each correct answer is a "link" in the Ghost Rider chain and each caller who obtains 6 (six) links will be awarded a prize. If the caller successfully achieves 6 (six) links, he will receive the Ghost Rider: Rise of the Midnight Sons print (approximate value \$3.95). The ten highest scoring callers will receive a Ghost Rider Stand-Up Grand Prize (approximate value \$14.95). The caller will be given a prize claim number. The telephone number of the originating call must match the telephone number of the prize claim in order for the prize to be awarded. All prize claims must be received by December 13, 1992. All prizes will be provided by Marvel. 5. Marvel reserves the right to add or replace questions of equal difficulty at

any time. Players waive any claim or right in the event of ambiguity or error in any questions or answers; and, by entering, players agree to be bound by and subject to these complete official rules and to be subject to the decisions of Marvel and Phone Programs USA Inc. whose decisions are final. Players acknowledge that the correct answers to all questions are those provided and validated by Marvel. 6. Marvel, PPI and its Service Providers are not responsible or liable for incorrect or inaccurate entry of information by caller, technical malfunctions of the telephone network, computer equipment, software or any combination thereof, or lost or delayed data transmissions. 7. Void in Arizona, Georgia, Maryland, Minnesota, Louisiana and Virginia by phone and wherever else prohibited. Employees of Marvel Entertainment Group, Phone Programs USA Inc., Call Interactive and their affiliated companies are not eligible. All federal, state and local laws and regulations apply. 8. A copy of these rules may be obtained free of charge, in person, from PPI, 919 Third Avenue, New York, NY 10022 during normal business hours, or write "Ghost Rider Road to Vengeance Game Rules," P.O. Box 7012, FDR Station, New York, NY 10022. If there are any questions regarding this game, the public may dial 1-800-544-7741 during normal business hours for assistance.

TOODNNING

I LOVE
THAT
SOUND.

FORGET
THIS, Y'ALL.
I DON'T GET
COMBAT
PAY!

IN ALL MY YEARS IN
BROADCASTING
I'VE NEVER SEEN
SUCH A BRUTAL
VICIOUS ATTACK!
THE FANS ARE
SHOCKED!
CACTUS JACK
IS ON A
RAMPAGE!

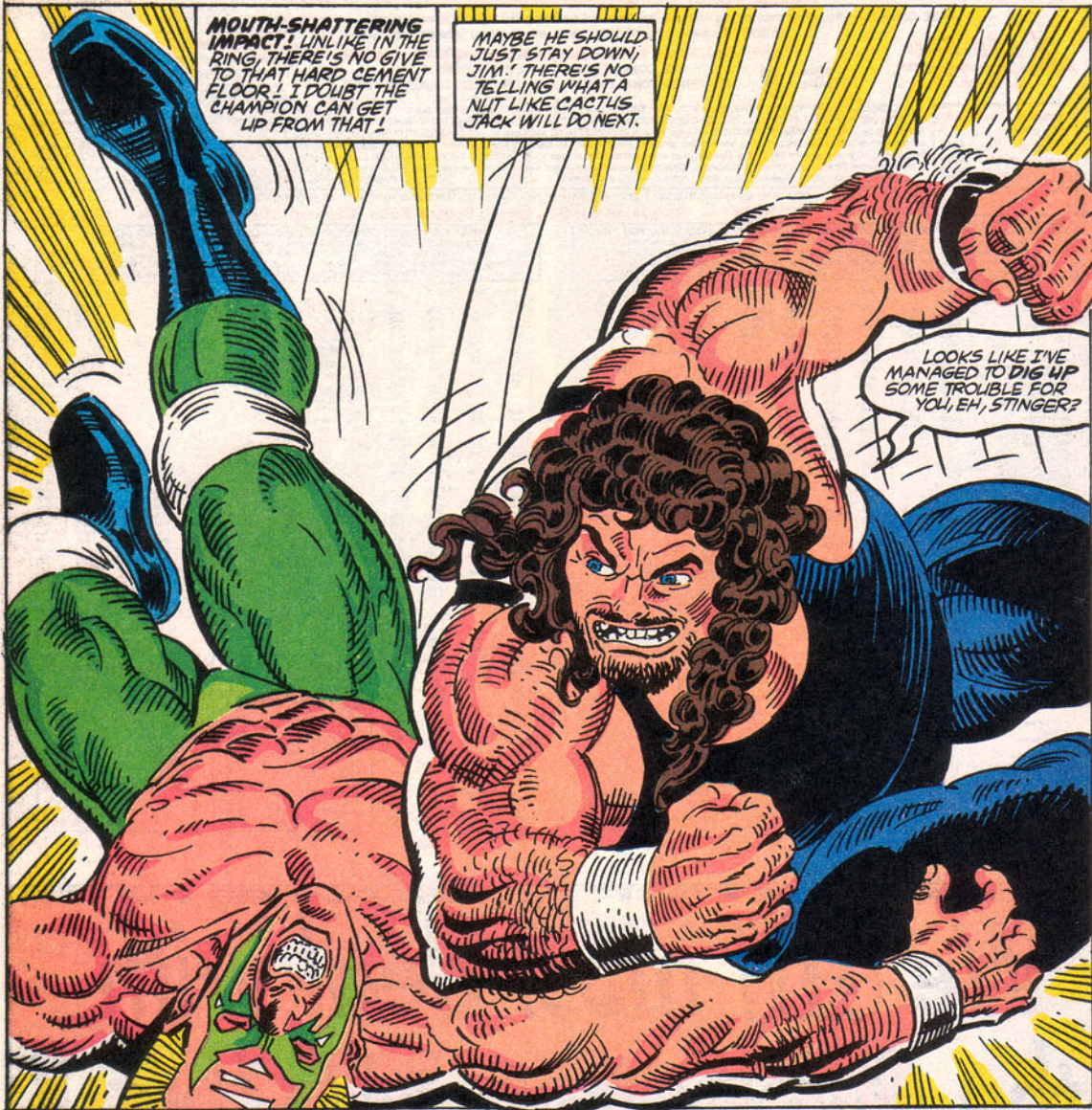
NO! DON'T
HIT HIM!

MOM!
MAKE HIM
STOP!

SQUEEEAAL!!

HE'S A
MANIAC!

CACTUS JACK IS
NOTED FOR HIS
SUICIDAL MANEU-
VERS! HE'D GLAD-
LY BREAK HIS
OWN NECK IF HE
THOUGHT HE
COULD HURT
SOMEBODY
ELSE DOING IT!



MOUTH-SHATTERING IMPACT! UNLIKE IN THE RING, THERE'S NO GIVE TO THAT HARD CEMENT FLOOR! I DOUBT THE CHAMPION CAN GET UP FROM THAT!

MAYBE HE SHOULD JUST STAY DOWN, JIM. THERE'S NO TELLING WHAT A NUT LIKE CACTUS JACK WILL DO NEXT.

LOOKS LIKE I'VE MANAGED TO DIG UP SOME TROUBLE FOR YOU, EH, STINGER?



HE HIT STING FROM FIFTEEN FEET IN THE AIR! STING'S IN A LOT OF TROUBLE.



THERE'S YOUR CHAMPION NOW, KIDS! LOOK AT YOUR PRECIOUS HERO!

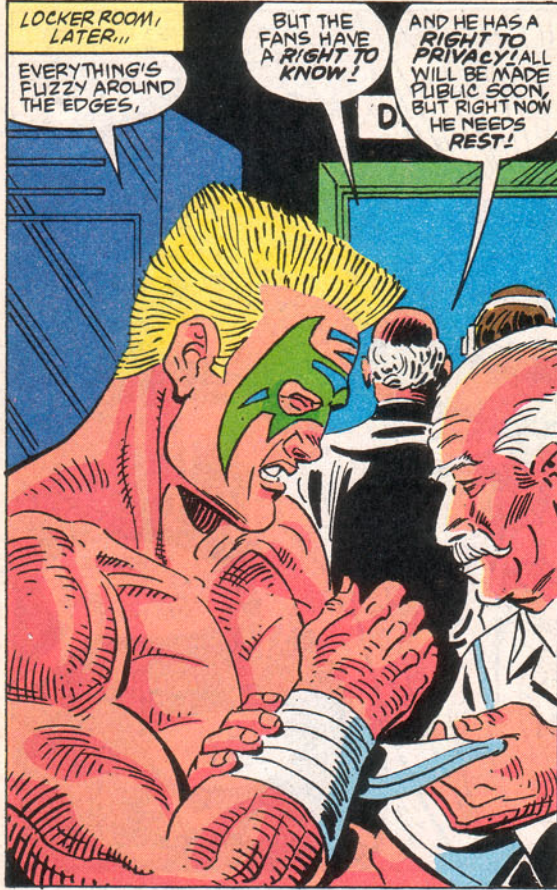
BOOO!



BANG BANG!!

I JUST CAN'T BELIEVE WHAT I SAW!

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LOCKER ROOM,
LATER...

BUT THE
FANS HAVE
A RIGHT TO
KNOW!

AND HE HAS A
RIGHT TO
PRIVACY! ALL
WILL BE MADE
PUBLIC SOON,
BUT RIGHT NOW
HE NEEDS
REST!



BUT WE SAW IT! STING
WAS CLOBBERED IN THE
HEAD TWICE WITH THAT
SHOVEL! IF HE CAN'T
WRESTLE TO DEFEND
THE BELT WITHIN THIRTY
DAYS, HE'LL HAVE TO
VACATE THE
TITLE!

I DON'T KNOW WHO
THIS GUY IS, BUT HE
ISN'T OUR STAFF DOCTOR!
I'VE NEVER EVEN SEEN
HIM BEFORE!

BUT HIS VOICE...
IT'S ALMOST
HYPNOTIC! I
HAVE TO BELIEVE
HIM... OBEY HIM!
I MUST!

DON'T PANIC!
EVERYTHING WILL
BE OKAY. IT'LL BE
OKAY.



NOW THAT WE'RE ALONE,
DOC... I CAN TELL YOU,

I-I CAN'T
REMEMBER
ANYTHING! I
DON'T KNOW WHO
OR WHERE
I AM!

CALM DOWN.

YOU'VE TAKEN
SEVERAL NASTY BLOWS
TO THE HEAD. IT'S VERY LIKELY
THAT YOU'VE GOTTEN A CON-
CUSSION. TELL ME, HOW DO
YOU FEEL?

ARE YOU
SEEING DOUBLE? IS
THERE A RINGING IN
YOUR EARS.



YES, NO.

MMMM-
HAMMM.

TOO
BRIGHT IN HERE.
THESE LIGHTS ARE
HURTING MY EYES.



NO PROB!

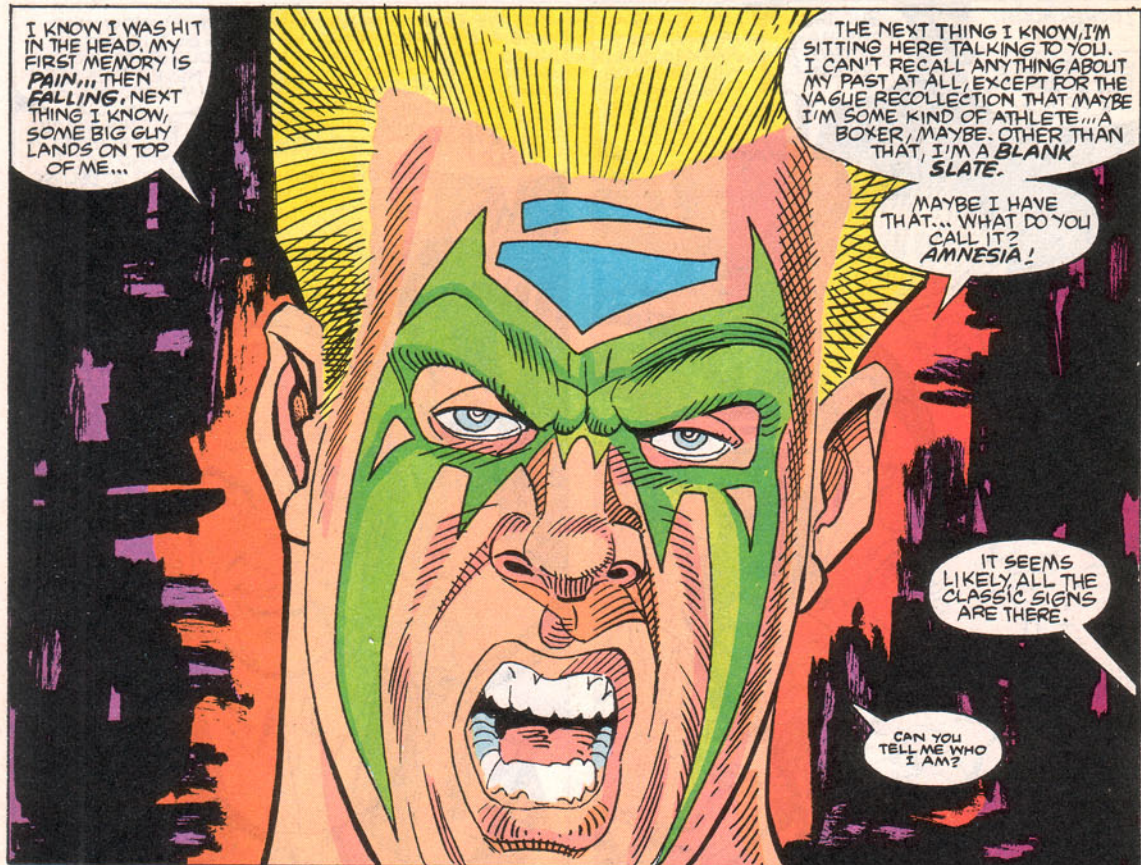
SNAT



HOW DID YOU DO
THAT?

CLAPPER.

HELP ME,
DOC! I DON'T
KNOW WHO
I AM!



I KNOW I WAS HIT
IN THE HEAD. MY
FIRST MEMORY IS
PAIN... THEN
FALLING. NEXT
THING I KNOW,
SOME BIG GUY
LANDS ON TOP
OF ME...

THE NEXT THING I KNOW, I'M
SITTING HERE TALKING TO YOU.
I CAN'T RECALL ANYTHING ABOUT
MY PAST AT ALL, EXCEPT FOR THE
VAGUE RECOLLECTION THAT MAYBE
I'M SOME KIND OF ATHLETE... A
BOXER, MAYBE. OTHER THAN
THAT, I'M A **BLANK**
SLATE.

MAYBE I HAVE
THAT... WHAT DO YOU
CALL IT?
AMNESIA!

IT SEEMS
LIKELY ALL THE
CLASSIC SIGNS
ARE THERE.

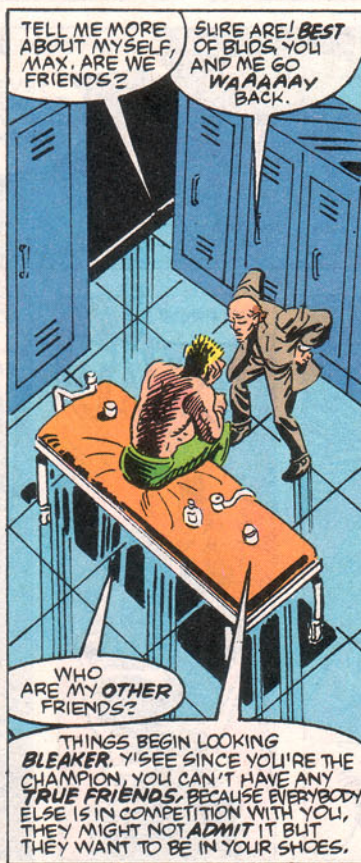
CAN YOU
TELL ME WHO
I AM?



WHY, YOU'RE **STING!**
YOU'RE THE CHAMPION
OF WCW. YOU'RE THE
GREATEST PROFESSIONAL
WRESTLER OF ALL TIME!
EVERYBODY WANTS
A PIECE OF THE
STINGER.

WHO'RE
YOU?

ME? I'M
MAX.



TELL ME MORE
ABOUT MYSELF,
MAX. ARE WE
FRIENDS?

SURE ARE! **BEST**
OF BUDS YOU
AND ME GO
WAAAAAY
BACK.

WHO
ARE MY **OTHER**
FRIENDS?

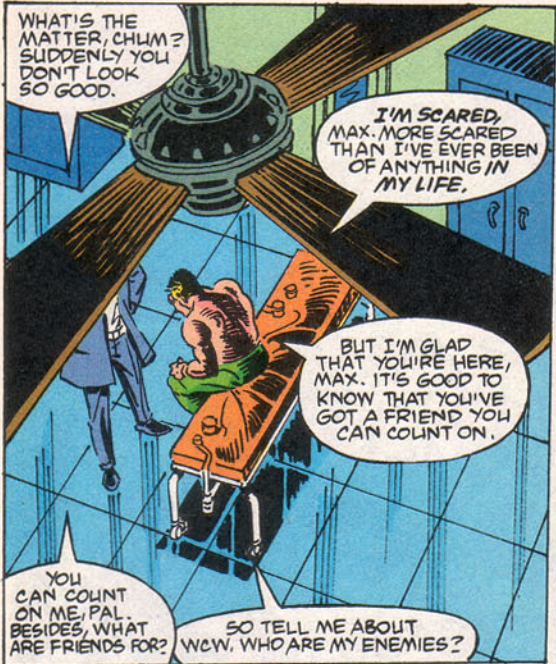
THINGS BEGIN LOOKING
BLEAKER. Y'SEE SINCE YOU'RE THE
CHAMPION, YOU CAN'T HAVE ANY
TRUE FRIENDS. BECAUSE EVERYBODY
ELSE IS IN COMPETITION WITH YOU,
THEY MIGHT NOT **ADMIT** IT BUT
THEY WANT TO BE IN YOUR SHOES.



MY THOUGHTS ARE
WHIRLING, CAN'T
FOCUS ON ANYTHING.
JUST HIS VOICE. IT'S
SO SOOTHING
LULLING ME TO
SLEEP JUST... HIS
VOICE.

I'M STING.
STING! I'M
THE CHAMPION OF
WCW. BUT THE NAME
DOESN'T MEAN ANY-
THING TO ME, I CAN'T
CONNECT IT TO
ANYTHING.

WHO **IS**
STING?



WHAT'S THE MATTER, CHUM? SUDDENLY YOU DON'T LOOK SO GOOD.

I'M SCARED, MAX. MORE SCARED THAN I'VE EVER BEEN OF ANYTHING IN MY LIFE.

BUT I'M GLAD THAT YOU'RE HERE, MAX. IT'S GOOD TO KNOW THAT YOU'VE GOT A FRIEND YOU CAN COUNT ON.

YOU CAN COUNT ON ME, PAL. BESIDES, WHAT ARE FRIENDS FOR?

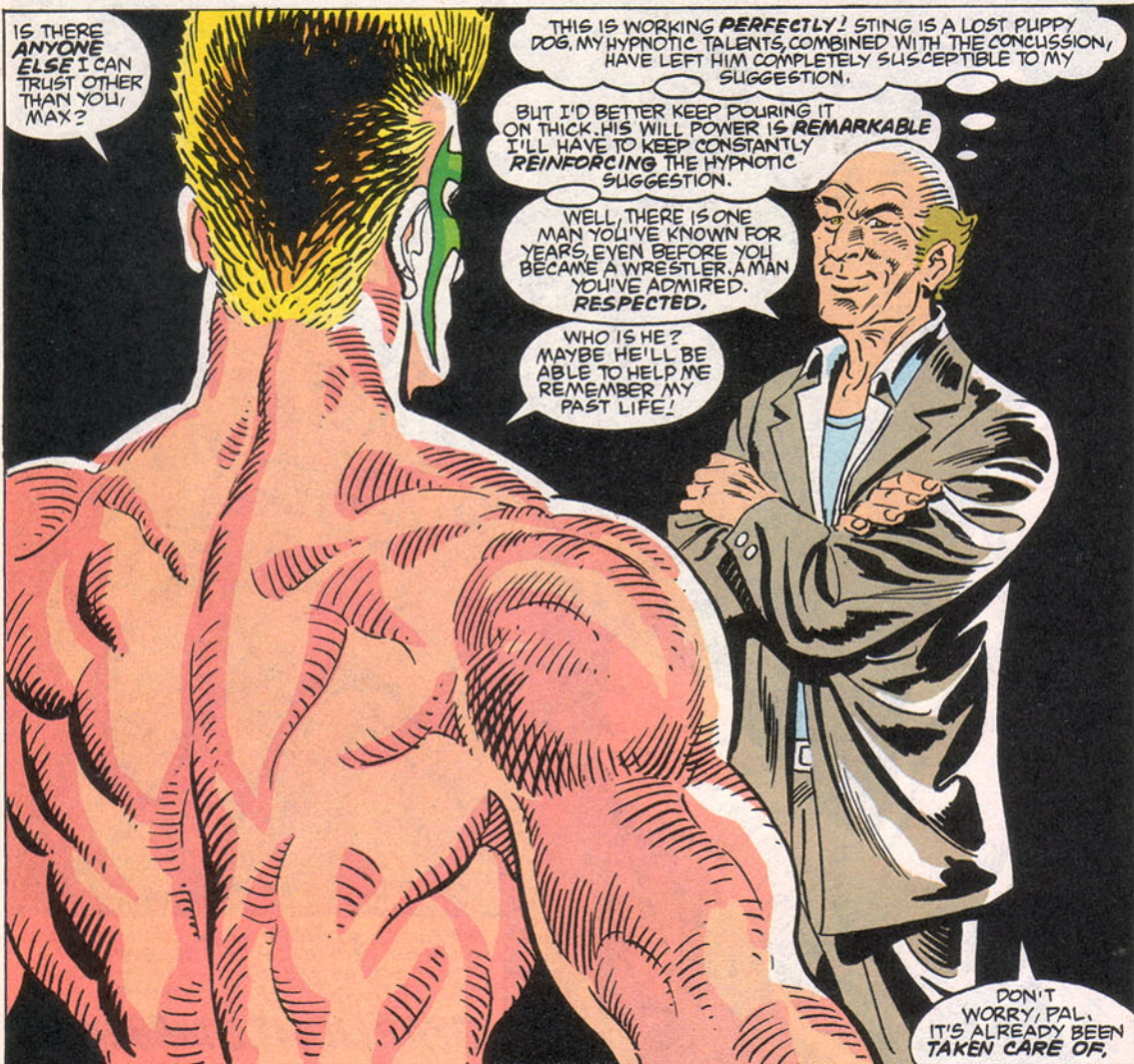
SO TELL ME ABOUT WCW. WHO ARE MY ENEMIES?



EVERYBODY! ALL OF THEM. THEY'RE ALL JEALOUS OF YOU,

I SEE FACES... FLASHING BEFORE MY EYES. DO I HATE THESE PEOPLE?

YES.



IS THERE ANYONE ELSE I CAN TRUST OTHER THAN YOU, MAX?

THIS IS WORKING **PERFECTLY!** STING IS A LOST PUPPY DOG. MY HYPNOTIC TALENTS, COMBINED WITH THE CONCUSSION, HAVE LEFT HIM COMPLETELY SUSCEPTIBLE TO MY SUGGESTION.

BUT I'D BETTER KEEP POURING IT ON THICK. HIS WILL POWER IS **REMARKABLE** I'LL HAVE TO KEEP CONSTANTLY **REINFORCING** THE HYPNOTIC SUGGESTION.

WELL, THERE IS ONE MAN YOU'VE KNOWN FOR YEARS, EVEN BEFORE YOU BECAME A WRESTLER. A MAN YOU'VE ADMIRERED. **RESPECTED.**

WHO IS HE? MAYBE HE'LL BE ABLE TO HELP ME REMEMBER MY PAST LIFE!

DON'T WORRY, PAL. IT'S ALREADY BEEN TAKEN CARE OF.

STING, SHAKE HANDS WITH YOUR OLDEST
AND DEAREST FRIEND--

THE **GHOWL!**

HEY,
STING. LONG
TIME, NO
SEE.

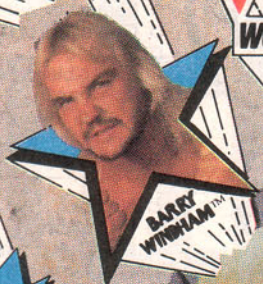
UH, YEAH.

THE BLACK STINGER SAGA CONTINUES IN
WCW #9, AND YOU WON'T BELIEVE WHAT
YOU'RE GONNA SEE! STING--AND THE GHOWL--
TOGETHER!! BUT NEXT ISSUE, A VERY
SPECIAL STORY CALLED
STARLIGHT, STARBRIGHT.

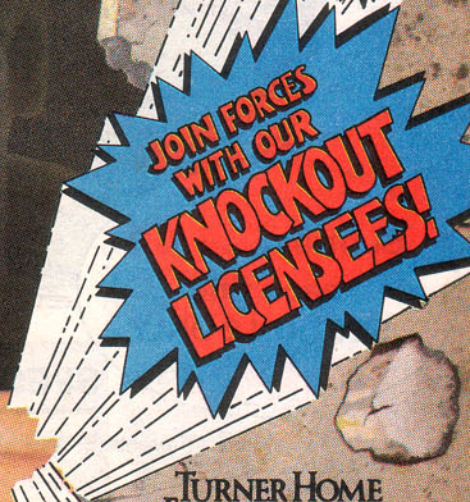
YOU'LL BE SEEING STARS!

VICW

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WRESTLING™



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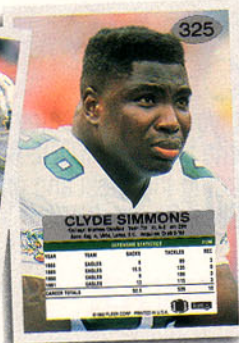
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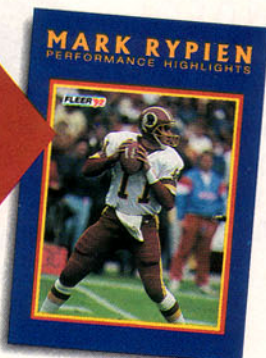
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